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Professional Experience

Youtap Ltd. / Software Developer - Sep 2018 - Present

- Developed a payment solution app using Flutter. Enables users to execute transactions by scanning QR codes, view payment history, pay bills and different types of transactions.
- Developed APIs using SpringBoot in a Microservice Architecture. Updated source code to streamline user payment transactions and flow of transactions.
- Developed an automated testing program written in Java with Appium/Selenium for our applications. Increased efficiency of release process by automating regression testing.
- CPISI-D – Certified Payment Card Industry Security Implementer – Developers.

Datacom / Software Developer Intern - Nov 2017 - Feb 2018

- Developed a mentoring platform that matches students with industry professionals.
- Coordinated closely with designers and clients during development of the application.

The University of Auckland / Teaching Assistant - Feb 2018 - Aug 2018

- Assist students with learning goals, guide them through course materials and grade coursework.

Skills

Front End Flutter, Dart, Angular, Javascript, Typescript, HTML, CSS

Back End Java 8, Springboot, API, Microservices, MySQL, Oracle, AWS

Others Firebase, Selenium, Appium, Godot Game Engine, GDScript

Recent Projects

“Financial Meet”- Full stack web app that connects people with financial advisors to reach their financial goals.

- Backend is API-based, developed using Java SpringBoot. Developed frontend using Angular7 with Angular CLI.
- Implemented Role based authentication for APIs using Spring Security and router guards for front end security.
- Set up environments using AWS. EC2 for backend, S3 bucket for frontend and RDS for MySQL database.

“Glowd”- IoT smart home controller that controls your Philips HUE lights at home.

- Powered by Flutter. Glowd is an iOS/Android app that is integrated with HUE’s APIs. It can turn on and off smart lights, update it’s colors and brightness. Grouped up by rooms and households.

“Shade”- 2D survival fighting game written in GDScript with the Godot Game Engine,

- Developed a 2D fighting game from scratch. From animating art to programming controls, collisions and enemy AI.

Education

The University of Auckland - BSc. Information Systems and Computer Science

- IIBA Academic Certificate in Business Analysis – Comprehensive understanding of the fundamentals in BA.
- Certificate of Outstanding Achievement – Programming Techniques.

Volunteer

Auckland University CompSci Society / Vice President - Feb 2016 - Feb 2018

- Won 2017 New Club of the Year Award and 2017 Overall Club of the Year Award.
- Organized events for students and employers. Ranging from social events to code workshops and hackathons.